

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

Claims 1-27. (Cancelled)

Claim 28. (Currently Amended) A computer-readable medium having at least one data structure for use during execution of a program by a computer from which a sound effect can be produced encoded thereon, said data structure comprising:

a first sound segment for initiating said sound effect;

a second sound segment which is repeatable to sustain said sound effect;

and

a third sound segment for decaying said sound effect;

wherein said first sound segment, said second sound segment and said third sound segment are associated with a transition between display states of a graphical user interface, and wherein the at least one data structure includes a variable associated with the produced sound effect.

Claims 29-31. (Canceled)

Claim 32. (Currently Amended) A method for providing a sound effect corresponding to movement of an object drawn on a graphical user interface of a computer system, the method comprising steps of:

drawing said object in said a first display position of a display space controlled by said graphical user interface;

receiving a first indication of movement of said object, the movement being on said graphical user interface;

retrieving a sustain sound segment in response to said first indication;

producing said sustain sound segment;

receiving a second indication that the movement of said object on said graphical user interface has terminated;

terminating said sustain sound segment in response to said second indication;

panning said sustain sound segment between speakers as said object moves;

and

wherein said step of panning said sustain sound segment between speakers further comprises a step of:

varying a volume between said speakers as compared to a recorded volume.

Claims 33 -40. (Canceled)

Claim 41. (Currently Amended) A computer system with a display and a sound effect system, said computer system comprising:

an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over ~~said~~ a control element;

a graphical user interface for rendering ~~said~~ an object on said display at a first display position;

a speaker for producing a sound effect associated with movement of said object;

a storage device for storing said sound effect; and

a processor for controlling the speaker to produce said sound effect in response to movement of the object from the first display position using a data structure which includes a variable associated with the sound effect.

Claim 42. (Canceled)

Claim 43. (Currently Amended) A computer system with a display and a sound effect system, said computer system comprising:

an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over ~~said~~ a control element;

a graphical user interface for rendering ~~said~~ an object on said display at a first display position;

first and second speakers for producing a sound effect associated with movement of said object;

a storage device for storing said sound effect;

a processor for controlling the speaker to produce said sound effect in response to movement of the object from the first display position using a data structure which includes a variable associated with the sound effect;

means for panning said sound effect between said first speaker and said second speaker in response to movement of the object; and

means for varying a volume between said first speaker and said second speaker as compared to a recorded volume.

Claims 44-52. (Canceled)

Claim 53. (Currently Amended) In a graphical user interface, a method for providing sound effects comprising the steps of:

displaying an object in a first display state, said first display state having no sound effect associated with it;

identifying a sound effect using a state table, said sound effect being associated with a transition from a first display state to a second display state;

varying an output characteristic of said sound effect using a data structure which includes a variable associated with the output characteristic; and

reproducing said sound effect using said varied output characteristic.

Claim 54. (Previously Presented) The method of claim 53, wherein said output characteristic is frequency.

Claim 55. (Previously Presented) In a graphical user interface, a method for providing sound effects comprising the steps of:

displaying an object in a first display state;
identifying a sound effect using a state table, said sound effect being associated with a transition from a first display state to a second display state;
varying a frequency characteristic of said sound effect; and
reproducing said sound effect using said varied frequency characteristic;
wherein said frequency is selected from within an envelope of about plus or minus 2.5 percent of an original, recorded frequency.

Claim 56. (Previously Presented) The method of claim 55, wherein said selection is weighted toward said original, recorded frequency.

Claim 57. (Currently Amended) A method for providing a sound effect corresponding to movement of an object drawn on a graphical user interface of a computer system, the method comprising steps of:

drawing said object in said a first display position of a display space controlled by said graphical user interface;

receiving an indication of movement of said object, the movement being on said graphical user interface; and

producing a plurality of sound segments that are each associated with a transition between display states resulting from the object's movement on said graphical user interface, the plurality of sound segments using at least one data

structure which includes a variable associated with at least one of the sound segments.

Claim 58. (Previously Presented) The method of claim 57, wherein at least one of the sound segments is repeatedly reproduced.

Claim 59. (Previously Presented) The method of claim 57, further comprising a step of:

panning at least one of the sound segments between speakers as said object moves.

Claim 60. (Previously Presented) The method of claim 59, wherein panning between speakers comprises:

varying a volume between said speakers as compared to a recorded volume.

Claim 61. (Previously Presented) The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:

reproducing the least one of the sound segments at a volume specified for movement of said object.

Claim 62. (Previously Presented) The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:

reproducing the least one of the sound segments at a pitch specified for movement of said object.

Claim 63. (Previously Presented) The method of claim 58, wherein repeatedly reproducing at least one of the sound segments comprises:
reproducing the least one of the sound segments after a delay specified for movement of said object.

Claim 64. (Previously Presented) The method of claim 57, wherein producing the plurality of sound segments comprises:
producing an attack sound segment at the indication of movement, and
repeatedly producing a sustain sound segment until an indication of termination of movement; and
transitioning out of the sustain sound segment by producing a decay sound segment.

Claim 65. (Previously Presented) The method of claim 58, comprising:
selecting, from within a range of frequencies, a frequency for repeatedly reproducing said at least one sound segment.

Claim 66. (Previously Presented) The method of claim 65, wherein selecting a frequency comprises:
setting said range of frequencies to an envelope of about plus or minus 2.5 percent of an original frequency at which said at least one sound segment was recorded.

Claim 67. (Previously Presented) The method of claim 66, wherein selecting a frequency comprises:

weighting selection of said frequency from within said envelope.

Claim 68. (Currently Amended) A computer system with a display and a sound effect system, said computer system comprising:

an input device for controlling movement of a cursor on said display, wherein said input device generates a cursor output in response to said cursor being positioned over said control element;

a graphical user interface for rendering said an object on said display at a first display position;

a speaker for producing a sound effect associated with movement of said object;

a storage device for storing said sound effect; and

a processor for controlling the speaker to produce said sound effect in response to movement of the object from the first display position, the sound effect having a plurality of sound segments that are each associated with a transition between display states resulting from the object's movement on said graphical user interface, the plurality of sound segments using at least one data structure which includes a variable associated with at least one of the sound segments.

Claim 69. (Previously Presented) The computer system of claim 68, wherein said speaker is a first speaker, the computer system further comprising:

a second speaker for outputting said sound effect; and

means for panning said sound effect between said first speaker and said second speaker in response to movement of the object.

Claim 70. (Previously Presented) The computer system of claim 69, wherein said means for panning further comprises:

means for varying a volume between said first speaker and said second speaker as compared to a recorded volume.

Claim 71. (Previously Presented) The computer system of claim 68, wherein a data structure associated with said sound effect includes a volume parameter specified for output of said sound effect.

Claim 72. (Previously Presented) The computer system of claim 68, wherein a data structure associated with said sound effect includes a pitch parameter specified for output of said sound effect.

Claim 73. (Previously Presented) The computer system of claim 68, wherein a data structure associated with said sound effect includes a volume gain parameter specified for output of said sound effect.

Claim 74. (Previously Presented) The computer system of claim 68, wherein a data structure associated with said sound effect includes an attack segment, a sustain segment and a decay segment.

Claim 75. (Previously Presented) The computer system of claim 74,
further comprising:

means for retrieving, prior to retrieving said sustain sound segment, said
attack sound segment; and

wherein said attack sound segment is reproduced prior to repeatedly
reproducing said sustain sound segment.

Claim 76. (Previously Presented) The computer system of claim 75,
wherein said means for retrieving further comprises:

means for retrieving and reproducing, after said second display position is
reached, said decay sound segment.

Claim 77. (Previously Presented) The computer system of claim 68,
further comprising:

means for selecting, from within a range of frequencies, a frequency for
repeatedly reproducing said sound effect.

Claim 78. (Previously Presented) The computer system of claim 77,
wherein said means for selecting further comprises:

means for setting said range of frequencies to an envelope of about plus or
minus 2.5 percent of an original frequency at which said sound effect was recorded.

Claim 79. (Previously Presented) The computer system of claim 78,
wherein said means for selecting further comprises:

means for weighting a selection of said frequency from within said envelope.